

# INSTRUCTION BOOKLET



NINTENDO 64



**WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

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Thank you for selecting the *Zelda: Majora's Mask*™ Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

#### NEED HELP WITH A GAME?

For free, automated game play tips and news, call Nintendo's Power Line or  
**1-425-885-7529**  
This may be a long distance call, so please ask permission from whomever pays the phone bill.

*Further talk with a game counselor?*

**1-900-288-0707** (U.S. \$1.50 per minute)   **1-900-451-4400** (Canada \$2.00 per minute)  
6 a.m. - 9 p.m. Pacific time, Monday - Saturday, 6 a.m. - 7 p.m. Sunday  
Calls under age 18 need to obtain parental permission to call (parental advice is strongly recommended)



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or comments about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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ANIMATED VIOLENCE



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## Contents

About the Controller	2
Prologue	4
Welcome to Termina	6
Starting the Game	8
Saving and the Passage of Time	10
Tall and Z-Targeting	14
Reading the Game Screen	16
Basic Controller Functions	18
The Monks	24
Deku Link's Abilities	25
Goron Link's Abilities	26
Zora Link's Abilities	27
The Select Item Subscreen	28
The Quest Status Subscreen	34
The Map Subscreen	36
Hints	38
Warranty & Service Information	43

## *The Nintendo® 64 Controller*

### **Control Stick Function**

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center™.



### **Holding the Nintendo 64 Controller**

While playing the *Zelda: Majora's Mask* game, we recommend you use the hand positions shown on the left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons.

### **Connecting the Nintendo 64 Controller**

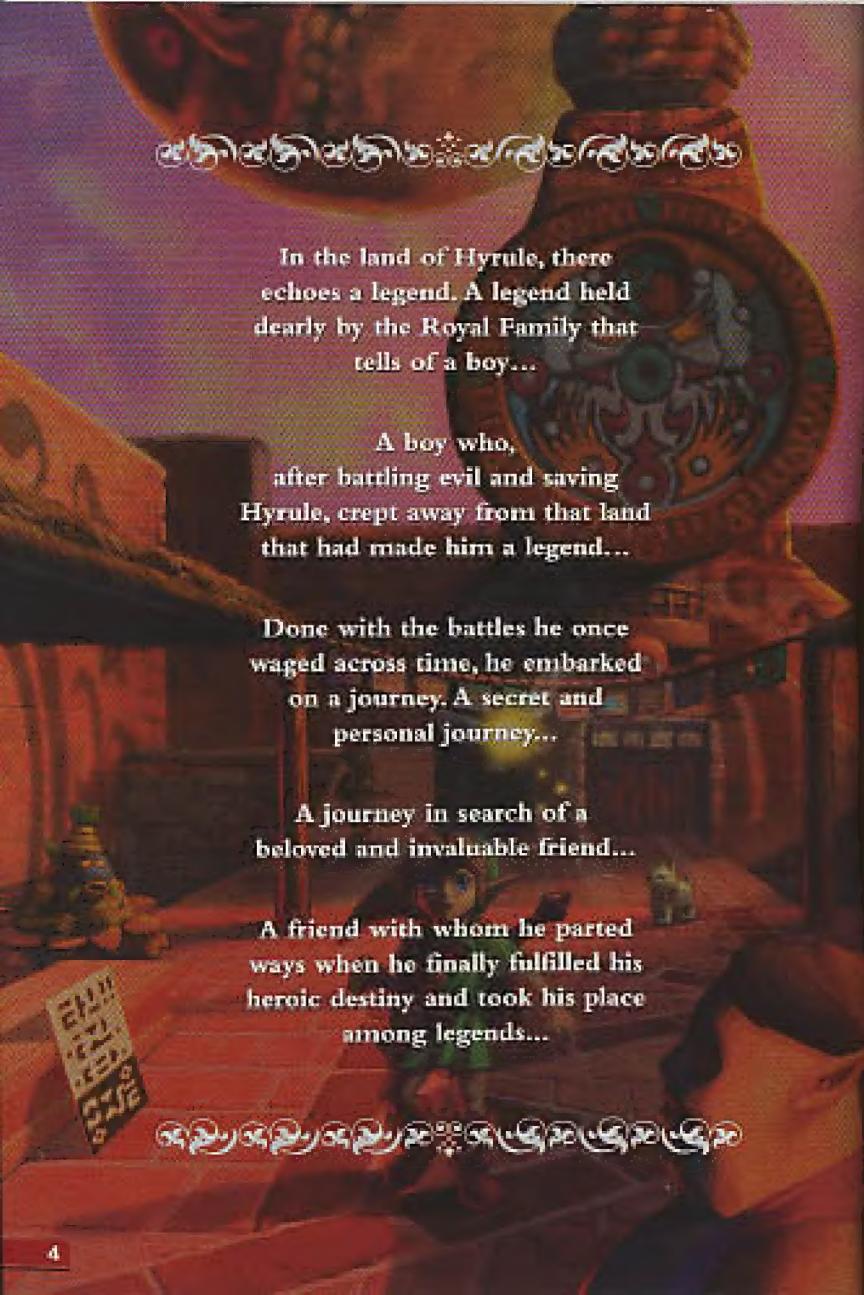
Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start the game if the first controller socket is empty.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

### **N64 Rumble Pak™**

This game is compatible with the Rumble Pak® accessory. Before using it, be sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting or removing the Rumble Pak accessory.





In the land of Hyrule, there echoes a legend. A legend held dearly by the Royal Family that tells of a boy...

A boy who, after battling evil and saving Hyrule, crept away from that land that had made him a legend...

Done with the battles he once waged across time, he embarked on a journey. A secret and personal journey...

A journey in search of a beloved and invaluable friend...

A friend with whom he parted ways when he finally fulfilled his heroic destiny and took his place among legends...



## Link



Several months after rescuing Princess Zelda and saving the land of Hyrule, Link set foot into the mysterious world of Termina by chance while in the midst of a new journey. There, Link heard a fateful rumor that after three days, the moon would fall from the heavens onto the land...



## Skull Kid

Wearing a crystal mask, he appeared suddenly before Link. Hidden within that mask was tremendous power — a power that even he understood.

## N64 EXPANSION PAK



If your N64 Expansion Pak inserted properly, **The Legend of Zelda: Majora's Mask** **REQUIRES** the N64 Expansion Pak. Please refer to the Nintendo 64 Expansion Pak Instruction Booklet regarding inserting and using for your N64 Expansion Pak.

**NOTE:** Games that do not require the N64 Expansion Pak can be played while the Expansion Pak is inserted in the N64 Control Deck. You do not need to replace the Jumper Pak to play such games. Carelessly inserting and removing the N64 Expansion Pak can cause damage.

## Welcome to Termina

This is a kind of parallel world that is similar to and yet different from the land of Hyrule, which was the setting for the legend of *Zelda: Ocarina of Time*. Termina is a mysterious place, and the people Link meets here may look vaguely familiar at first glance.

Clock Town rests at the heart of this world. Heading any direction from there will take you to the mysterious regions beyond. The centerpiece of Clock Town is the clock tower. It is the symbol of the town and the center of activity, as the townsfolk are busy with preparations for the annual carnival, despite rumors that the moon will fall from the heavens in just three days.



### Tatl

A slightly overbearing fairy, Tatl is always thinking of her younger brother. She will be the companion that Link will often find himself relying on in this adventure.

### Epona

The faithful, young horse that has journeyed with Link throughout his adventures is taken from him by the Skull Kid. Will Link and Epona ever meet again?

## The Deku Tribe

The Dekus live primarily in a palace surrounded by the waters that flow from Woodfall. Their King is terribly stubborn and will not permit people of other tribes to enter his palace.



## The Goron Tribe

The Gorons live in the small shrine east of Snowhead and its steep mountainous peaks. Though used to harsh weather, the Gorons are in the grips of an unusually fierce cold snap.



## The Zora Tribe

Since this tribe lives in the water, they are particularly sensitive to environmental changes. The songs of the Zora band, The Indigo-gas, are popular with people of all races.



## Starting the Game

Properly insert The Legend of Zelda: Majora's Mask Game Pak into your N64 Control Deck and turn the power ON. (Do not touch the Control Stick while doing so.) Press START on the Title Screen to access the File Selection Screen. Use the Control Stick to select one of the two files and press the A Button to continue to the Name Entry Screen.

### THE DATA FILES

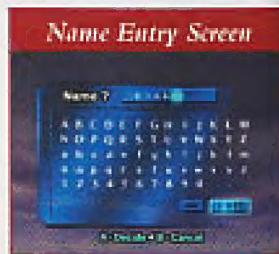
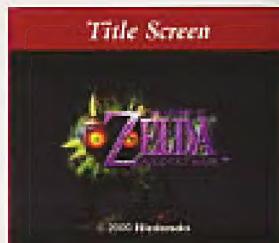
You can save your game progress to one of two data files. These save the items you have gotten, the number of Heart Containers you have and the notes you've written in your Bomber's Notebook. See page 10 regarding saving.

### Name Entry

You can enter a name up to 8 letters long. Use the Control Stick to select a letter, then press the A Button to enter it. Select the back arrow and press the A Button to delete a letter. When finished, select END and press the A Button.

### Copying and Deleting Files

To copy a file, select Copy on the File Selection Screen and press the A Button, then select the file you'd like to copy and press the A Button again. Next, select which file you will copy the first one to. If there is no empty file at this time, you will not be able to copy the file you've chosen. You can also choose Erase on the File Selection Screen to erase a file. Once you erase a file, its data will be lost and cannot be recovered, so be careful.



### Options

#### Sound

Choose one of the following sound settings: Stereo, Mono, Headset or Surround. When choosing Stereo, Headset or Surround, check to be sure that both the left and right audio output cables are properly connected to your TV.

#### Headset

Use headphones for more natural sound.

#### Surround

The Surround setting uses sound effects in the game to create the feeling of a 3D environment. You can actually sense distance and direction as you play. With a Dolby Surround Sound system, you'll feel like you're right in the middle of all the action.



#### Z-Targeting

Change the Z-Targeting system to Switch or Hold.

##### Targeting Cursor



See page 14 about Z-Targeting.

#### Switch

Press the Z Button once to make the Targeting Cursor appear. Press it again to stop targeting. When you first turn the power ON, Z-Targeting is set to this option.

#### Hold

Target only while you hold the Z Button. This advanced mode is for those who have mastered using the Z-Targeting system.

#### Check Brightness

If the game screen is dark and difficult to see, use the sample provided to adjust your television's brightness so that four levels of darkness ranging from gray to black are visible.

After changing the settings, press the **B** Button to save your changes.

### Options Screen



### Time in the Game

Time flows continuously in the game, except during conversations and when you've paused the game by pressing START.

If three days (72 hours) pass after starting, the game will end, so be careful. However, you can play the Song of Time on the Ocarina of Time to keep the game from ending. When you play the song, Link will pass through a time vortex to return to 6:00 a.m. on the first day. If the game ends, you will have to restart from the last time you saved using the Song of Time.



**NOTE:** Time in the world of Termina flows faster than you might expect. The hours seem to go by in mere minutes.

### About Saving

When you play the Song of Time, your game progress will be saved as you travel back in time.

However, while items you have gotten are saved, puzzles within mazes (see page 37) and other events you have cleared will revert to their original states, so be careful when saving. Since Link is the only one who travels through time, the other characters in the game will not remember meeting him.

When you want to save your game and quit playing, play the Song of Time and wait until "Dawn of the First Day" appears on screen before turning the power OFF. The next time you play, you can continue your game from that point. If you turn the power OFF without saving, you will continue from Dawn of the First Day from the last time you saved. You can also temporarily save game progress using the Interrupt Save feature explained on page 12.



### WHEN LIFE ENERGY REACHES ZERO

When you take damage and your Life Energy meter runs out, you will be returned to the entrance of the area where you lost all your Life Energy. At this time, you will restart with only three hearts, regardless of how many heart containers you have.



**NOTE:** There are some things in the game that can be saved and some that cannot, so saving your saves is very important!



### Game Over

Restart the game from the last time you saved.

### Things that can be saved:

- Masks → see page 24
- Instruments, the Hookshot, etc. → see page 23
- Songs and items on the Quest Status Screen → see page 34
- Notes written in your notebook → see page 35
- Maps → see page 36
- Dungeon Maps and Compasses → see page 37
- Rupees deposited at the bank → see page 37

### THE OPENING

When the game opens, Link does not have the Ocarina of Time. You cannot save the game without it, but you will definitely have an opportunity to get the Ocarina of Time before time runs out. Don't give up hope!



### Things that cannot be saved:

- Cleared maze puzzles, sub-events, conversations with people you've met, etc. (These all return to their original status.) → see page 33
- The number of usable items you have → see page 30
- Small Keys, Big Keys and Stary Fairies → see page 37
- The Rupees in your wallet

## *Saving and the Passage of Time*

### *The Interrupt Save Feature*

In addition to playing the Song of Time to save your game, you can also use the Interrupt Save Feature to interrupt your game, save your current status and quit playing. Your current status, including all masks, items, conversations and the time of day will be temporarily saved until the next time you play. Once you continue that game, though, the saved status will be lost, so after continuing your quest, be sure to save again using the Song of Time. If you just turn the power OFF without saving again, you will have to restart from the last time you saved using the Song of Time.



### *Saving With the Interrupt Save Feature*

To temporarily save your status until the next time you play, visit one of the owl statues. Hit the statue with your sword if you haven't already done so, then press **A** to check it. After carefully reading the instructions, choose Yes and press **A** to interrupt your game and save your status. **Wait until the Title Screen appears before turning the power OFF.** Otherwise, your data may not be saved.



After saving and quitting, an owl mark will appear beside the save file on the File Selection Screen. When you select that file and press the A Button, the day (First, Second or Third) and time of day that the file was saved will be displayed. To continue playing, simply press the A Button again. After continuing, be sure to save using the Song of Time before you quit.



## Tatl and Z-Targeting

Tatl the fairy is your constant companion. She'll teach you the weaknesses of your enemies and give you hints to help you through your quest. If Tatl finds the Tads of Gink's hood, you can call her out by pressing the **A** button while standing still, but only while Link or Zora Link.



Tatl

### The Tatl Icon

When Link approaches an object that Tatl can explain, Tatl will fly in the direction of the object. A targeting mark will then appear above the object. If you press the Z Button, Link will call Tatl and the object will be surrounded by the Targeting Cursor. This is called Z-Targeting.

While Z-Targeting, the Tatl icon in the top-right corner of the screen may blink. Press **B** at this time to listen to Tatl's advice. Tatl will tell you about enemy weaknesses and give you hints about your adventure, so be sure to listen to what she has to say.

#### Targeting Cursor

When Z-Targeting is activated, black bands appear at the top and bottom of your screen.

When Z-Targeting, press **B** when the Tatl icon flashes to listen to Tatl's advice.



**NOTE:** The Tatl icon may flash when Z-Targeting is not activated, as well. Since she will give you very important hints at these times, press **B** to listen to her.

### Standard Game Screen



Press **Z** when the targeting mark appears.

### Z-Targeting Screen



## Using Z-Targeting

You may find that your adventure progresses more smoothly if you use Z-Targeting in the following types of situations, too. (Please see page 23, also.)

### Talking to People From a Distance



Use Z-Targeting to speak to people from a distance. Press **A** when the person is surrounded by the Targeting Cursor.

### Aiming



When using shooting devices like the bow, use Z-Targeting to aim accurately at your enemy. This is very handy for dealing with fast-moving enemies.

### Changing the Camera Position

If you ever find yourself stuck with a poor view during your game, press the Z Button. The camera will immediately center behind Link, giving you a better look at your surroundings. See page 17 about other camera positions.



The targeting mark colors:



Yellow



Green



Light Blue

Green

Press **B** to get information from people or signs.

### The Camera



While Z-Targeting, pivot around your enemy.



When there is no active target,



the camera moves parallel to Link when you hold **Z**.



## Reading the Game Screen

### The Game Screen

#### Life Energy

This gauge displays Link's life energy. When Link takes damage, the number of hearts decreases, but energy can be replenished by collecting the hearts that appear after defeating enemies.

#### Magic Meter

This meter displays Link's remaining Magic Power. It will not be displayed until Link has earned Magic Power.

#### Rupees

The number of rupees (money) Link is currently carrying is displayed here. Rupees are often hidden under clumps of grass.



#### B Button Icon

This icon uses words or graphics to show the actions Link performs when the B Button is pressed. In most cases, this is the button to press when attacking. (See page 22.)

#### Action Icon

All the actions Link can perform by pressing the A Button will be listed here. For instance, the SPEAK command will appear when Link stands in front of a person, or OPEN will appear when he stands beside a door. (See page 20.)

#### C Items

These represent the items currently set for use with C button. (See pages 24 and 28.)

#### Clock

The clock displays the day and time in Hyrule. Rupees are often hidden under clumps of grass.

#### Map

If Link has a map of his current location, it will be displayed here. The red arrow marks the point at which Link entered the area, while the yellow arrow marks his current position. Orange dots represent chests. Press **□** to turn off the map display.

### Reading the Clock

#### Hour Display

The number indicates the current time. When it passes one line, it moves one hour forward. When 12 hours pass, the sun and moon indicators change.



#### Minute Display

Each time the light passes around the day display, one minute passes.

#### Day Display

This displays the current day as 1st, 2nd, or 3rd.

### Link's View

Press **□** during game play to change the viewpoint to Link's View (first person perspective). While in Link's View, you cannot move or use items, but you can use the Control Stick to view your surroundings. You may find Link's view to be particularly helpful in exploring mazes.

#### Link's View



### The Subscreens

Press START during game play to access the subscreens. The game pauses while you access the subscreens, so time does not pass. The subscreens are divided into the four areas shown below. Press **Z** or **R** or use the Control Stick to cycle through the screens. Press START again to resume your game.

Please see the pages listed below for information about the subscreens.

#### Actor Item Subscreen (P. 28)



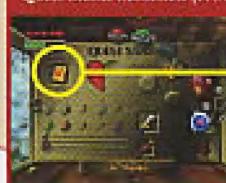
#### Actor Subscreen (P. 24)



#### Map Subscreen (P. 26)



#### Quest Status Subscreen (P. 34)



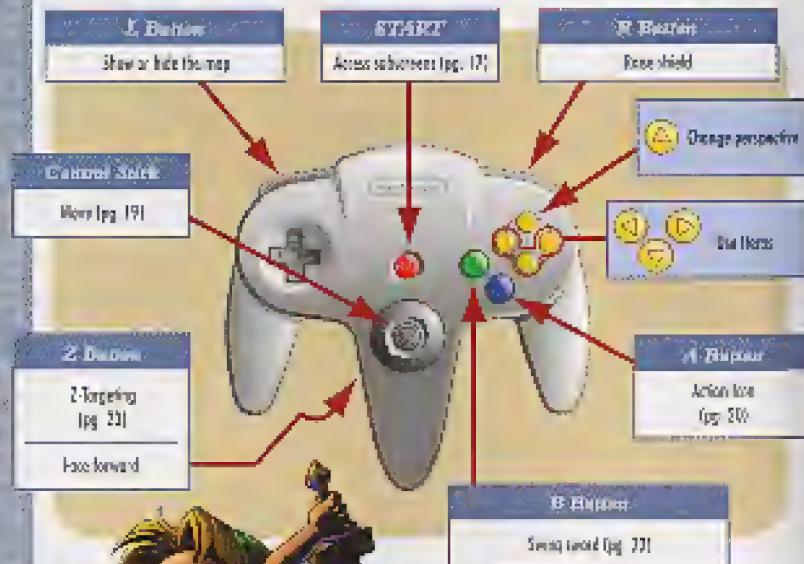
Move this cursor to the Bomber's Notebook and press **□** to confirm appointment times and other information. (See page 35.)



## Basic Controller Functions

### Link's Basic Actions

Link can perform the moves explained here when he is not wearing any masks. When Link wears a mask and assumes special new abilities, the controls may change slightly. Please see pages 25–27 for more information.



### MOVES ON LAND

During the game, Link can move in many directions. When you control Link, hold the Control Stick in the direction you want him to move. He will move in that direction.



### Control Stick

The Control Stick is used mostly to move.

#### Walk / Run



Tilt the Control Stick in the direction you want to move.



The speed Link moves at will vary depending on how much you tilt the Control Stick. It is best to tilt the Control Stick lightly and walk steady on tricky ledges.

If you hold **A** while moving, Link runs move forward, back, left or right while moving forward.



#### Jump



Run toward the edge of a ledge.

If you run toward the edge of a low ledge or cliff, you will automatically jump in the direction you are running. (Depending on height and distance, there may times when you cannot jump.)

#### Swim

(on the surface) Tilt in the direction you want to swim.



Press **B** to swim faster.

#### Dive



Press and hold **A**

Length of time you can dive.

The number shows how long you can stay underwater. Once Link can do amazing things underwater. (See page 27.)



## Basic Controller Functions

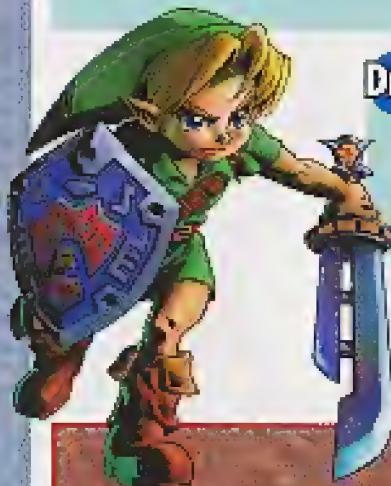
### A Button

#### The Action Icon

The blue icon at the top of the game screen is the Action Icon. The icon appearing on this icon changes depending on where Link stands, and it tells you what action Link can perform at that particular time. Press **A** to perform the action shown on the action icon.



When standing in front of a block, press **A** to grab it. After grabbing a block, keep holding **A** and tilt the Control Stick to move the block in that direction.



### Drop

When hanging from the edge of a ladder or ledge, press **A** to let go and drop to the ground. If you move the Control Stick without pressing **A**, Link will climb back up the ledge.



Depending on how far you are from a ledge or ladder, you may be able to move forward to the right. Link climbs up and down ledges and ladders and he will be able to climb down, climb up, depending on how much he is moving in the direction he needs. You can climb ledges and ladders very well.



### throw Place



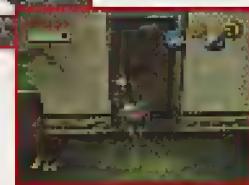
+ **A** after grabbing with **A**

After pressing a C Button to take out a bomb, you can press **A** to throw the bomb **far** using the Control Stick and **tilting**. If you press **A** while standing still, you will place the bomb on your foot.



### Open

"Open" will show on the Action Icon when you're standing in front of a door. For chess, you must stand directly in front for the icon to change.



### Other Actions

#### Speak

Link will always say the Action Icon when he is speaking in front of anyone. One can also tell Zeldas when he speaks to anyone from a distance. If when a person is talking with you, "Hoor" will be displayed. Many conversations contain important information, so make sure to hear them all. If you are speaking with someone, he will talk.



#### Check

When Link speaks to someone, there will be a speech bubble.





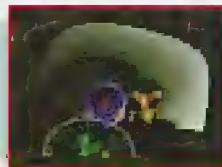
## Basic Controller Functions

### B Button

This button is mostly used to attack.

#### Swing Vertically

**Z** or  
**B**



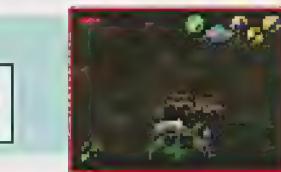
#### Swing Horizontally

**B** or  
**Z** + **△** + **A**



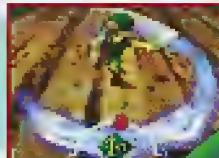
#### Stab

**Z** + **△** + **B**



#### Spin Attack

**△** + **B**



You can quickly rotate the Control Stick once and press the **B** to attack in an arc around you.



#### Hold **B**, then release

You can do this to perform a Spin Attack, but after you gain Magic Power, it will use up magic.

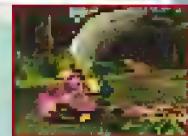


### Other Battle Options

#### Jump Attack

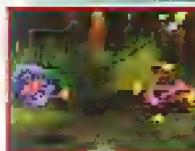
**Z** + **A** after drawing your sword.

The jump attack does twice as much damage as a normal swing, but it will take a moment to move again afterwards.



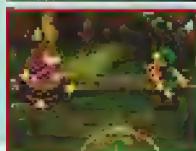
#### Back Flip

**Z** + **△** + **A**



#### Side Jump

**Z** + **△** + **□** + **A**



Back flips and side jumps allow you to move more quickly than standard movement. They are very effective for dodging enemy attacks.

#### Raising Your Shield

**R**

Normally, Link will crouch as he raises his shield, but he can also move with his shield raised when Z-Targeting is activated. You can also change the direction Link guards against by tilting the Control Stick while he is crouched behind his shield.



#### Roll Attack

**△** + **A**

Press **A** while running to perform a roll attack. Rolling can have the same effect as raising your shield—it protects you and deflects things that come flying at you.

### USE Z-TARGETING IN BATTLE

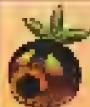
Using Z-targeting is like using your sword, only you're aiming at a target on both the screen. For example:

1. Select the target you want to attack.
2. Press **A** to attack.
3. Press **Y** to cancel the attack.





## The Masks



A variety of masks can be found throughout the game. Several of these masks actually have the power to change Link's shape when he wears them. As Link's shape changes, he will be given new, unique abilities.

### Viewing the Masks Subscreen

Press START to open the subscreens and open the Masks Subscreen. The masks can be used in the same way as Items. (See page 28.) Move the cursor to the mask you want to wear and press **□○△○** to set it.

#### Normal Masks

Link can wear these masks, but they will not change his form.



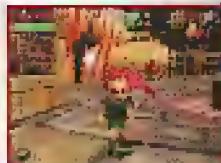
#### Mask of the Triforce

When Link wears one of these masks, the power of that mask is transferred to him.



### Wear the Masks Often

Trying different masks in the different areas of Termina is a key strategy. If you find yourself stuck in your quest, it might be a good idea to try to continue as a different character.



### WHEN WEARING A MASK

Some masks can't be worn forever, so you need to switch between different masks. Some people like to always wear their favorite mask, while others like to switch to a mask of a different character.



### Controls for Link's Altered Shapes

#### Deku Link

##### Special Abilities

- Use Deku Flowers to fly around (for a limited distance)
- Attack enemies by shooting bubbles (magic power is required)
- Hop across the surface of the water (a limited number of times)

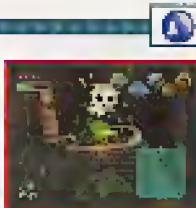


##### Weaknesses

- It is susceptible to fire, since it originates from plants.
- Deku Link doesn't fare well when falling from great heights.

#### Attack

Spin in a circle to attack enemies. This can also be done while swimming.



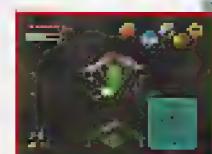
#### Bubble

Attack them a distance by shooting a bubble. Hold **□** and then release to shoot larger bubbles.



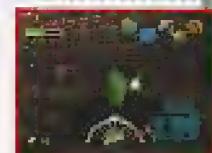
#### Deku Flower Jump

After running into a Deku Flower, press and hold **A**, then release.



#### Water Hopping

Deku Link can hop across the surface of the water five times. If you try more than five, he will sink into the water and be returned to the spot he jumped from.



### Goron Link



#### Special Abilities

- Crawl into a ball and roll around. When your body becomes armored, defeat enemies by rolling into them. (Magic power is required.)
- While cycled, jump up and pound the ground with great force, damaging nearby enemies.
- Use your might to let loose powerful punches. Use good timing to unleash consecutive blows! (Three stages).

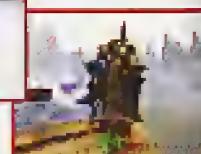
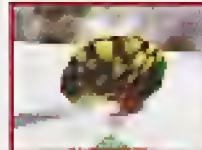
#### Weaknesses

- Because of his great girth, Goron Link can't go into deep water and can't handle falling from heights.

#### Crawl



Crawl into a ball. Tilt the Control Stick while holding **A** to roll in that direction. After rolling a short time without bumping into any obstacles, spikes will come out of Goron Link's body, and he will be able to defeat enemies by rolling into them. (This consumes magic.)



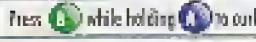
#### Punch



Unleash a mighty, far-reaching punch that is capable of even smashing boulders. Press **A** with good timing for a barrage of up to three consecutive punches.



#### Ground



After curling, jump in the air and then strike the ground with tremendous force. Use this attack to defeat surrounding enemies.



### Zora Link



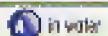
#### Special Abilities

- Dive through the water and along the sea floor at will.
- Create a barrier of electric current (requires magic power).
- Break up to three swift drops.
- Shoot arm fins at enemies for long-distance attacks.

#### Weaknesses

- Because the Zora live in water, they are susceptible to both fire and ice.

#### Swim



swim quickly through the sea. Use the Control Stick to change direction.



#### Dive



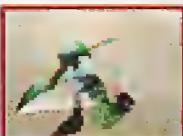
Dive deep into the water. After reaching the sea floor, move around as if on land.



#### Attack



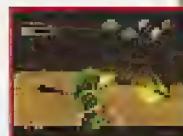
Attack in lung-fish-style. Press **B** to press and hold for up to three consecutive attacks.



#### Boomerang



Attack by fling the fin from each arm. Use Z-Targeting to home in on your enemy. Zora Link cannot perform other attacks while his fins are flying.



#### Barrier



Activate an electric current, creating a barrier around your body. Use it to defend against enemy attacks, too. (Magic is consumed while the barrier is in use.)





## Deku Nut



Deku Nuts release a Blinding Dash when thrown on the ground, **stunning** enemies in their wake. They don't affect all enemies, though.



## Deku Stick



These are longer than your stardust sword, and you can swing them at enemies, but they break very easily. If you put their ends into flames, you can use them to **light fires**.



## Bombs



Press the C Button once to lift bombs above your head, then press it again to either throw them or place them at your feet. Bombs will explode after a few moments and can be used to defeat enemies or knock down walls.



## Explosions



Use these in the same manner as bombs, but the second time you press the C Button, they will **automatically start rolling away**. If they hit an obstacle, or if time runs out, they will explode.



## Goron Bomb



These special bombs, used only by Gorons, are much more powerful than standard bombs. After you set them, they will explode when the fuse burns up.



## Handhook



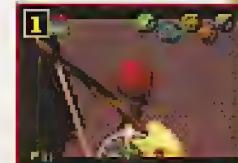
This item has an expanding and retracting chain with a hook on the end that can grab on to certain objects, **pulling you to them, or the main menu**. When you aim, a red dot indicates the hook's range. It can also be used as a weapon or to grab items in hard-to-reach places.



## Elderberry Bow



Use this to **shoot at enemies and obstacles** from a distance. Press the C Button once to take out the bow. Press the C Button again to set an arrow to the string. When you release the C Button, you will shoot the arrow. (You can also press and hold the C Button once to take out the bow and automatically set an arrow to the string.) When aiming, the screen will switch to Link's perspective, as shown in screen 1, but when using the bow while Z-targeting, a screen similar to screen 2 will appear. If you shoot an arrow while Z-targeting, you are more likely to hit your target.



## THE MAGIC ARROW



It is hard to tell exactly what kind of damage the Magic Arrow does, but when you shoot it, magic will be consumed. It will cost one MP for each arrow. Whenever you shoot a Magic Arrow, it will drop a small amount of magic.

## Eye of Truth



An item to see through **trickery and deception** and to find hidden enemies or foes with. Your magic will gradually be consumed as you use this item.



## THE FINISHING MAGIC POTION

## Magic Jar



These jars are the top of the **Finishing Magic Potions** you have. Utilizing all the finishing magic jars you have, you can use the last one of each potion to finish them. These jars have no cost, so you can use them as many times as you want. Magic Jars can be used to finish **Health Potions**, **Health Potions** with **Healing Powder**, **Healing Powder** with **Healing Powder**, while **Growth Potions** can be used to finish **Growth Potions**. (You must have an empty bottle to use a magic potion. See page 12 for details.)



## The Select Item Subscreen

### Empty Bottles



You can carry up to six bottles at once. You can fill them with things like milk and potions and carry them around until you need to use them. When you have something in a bottle, you can press the C Button to use that item. When the bottle is empty, press the Button to fill it with certain items nearby. (If you aren't standing near anything you can put in a bottle, you will just swing the bottle in the air.)



Link: **Empty Bottles**

Empty Bottles are special containers that hold potions, and you can use them in battles. If you find something by standing next to it and swinging an empty bottle will be filled with that item.



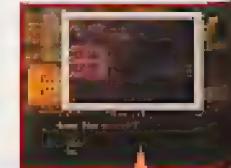
### Pictograph Bell



This is the camera used to enter the Boot Cruise Photo Contest. Press the C Button to take it out and the **B** Button to snap a pictograph. You can take only one photo at a time, but you can retake the photo as many times as you like.



Press **B**



There are other items besides those shown here. Have fun finding them!



### The Potions

#### Red Potions

Fully replenish your Life Energy

#### Green Potions

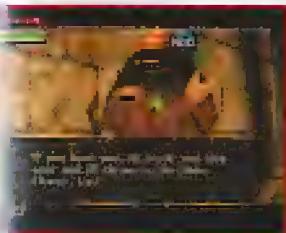
Fully replenish your Magic Power

#### Blue Potions

Fully replenish both Life Energy and Magic Power

### Event Items and Trading Sequence

In the right edge of the Select Item Subscreen are three spaces where Event Items will be displayed. As you use the Event Items you have received or pass them on to someone else you will see events unfold before your eyes. This sequence of events is called a **Trading Sequence**. After clearing a trading sequence, something good will come to you in the end.



When you show him  
the item he wants...

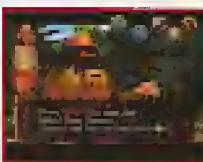
### LINKING: The Boot Cruise Photo Contest

Link: **Linking**

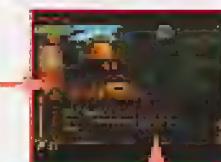
Linking is a special feature that allows you to pass items to other people. You can link with your friends or with the other Link in the Boot Cruise Photo Contest. You can link with up to four people at a time.

### Selecting Items During Conversations

If someone you are talking to is looking for a particular item, a screen like the one on the right will appear during your conversation. When it does, you can press the C Button to show them the item if it is set to a C Button. If it is not already set to a C Button, you can press START to open the Select Item Subscreen and set the item.



The item  
is set.



After setting  
the item





## The Map Subscreen

There are two types of Map Subscreens. When Link is outdoors, a map of the land of Termina will be displayed. When Link is inside temples or other mazes, a dungeon map will appear.

### Viewing the World Map

Initially, the entire map will be covered in clouds, but as you purchase maps of areas, the clouds covering those areas will lift, revealing that area on the world map.

#### Link's Current Location

An icon of Link's face appears over the area where Link currently is.



#### Adventure Points

When you move the cursor to point you have visited, the name of that place will be displayed.

### Viewing Dungeon Maps

When inside mazes, you can view the Dungeon Map on the Map Subscreen. The mazes can have very confusing layouts, so check your map if you get lost. If you check rooms you haven't been to yet, a path is sure open.

#### Temple and Maze Levels

This shows the number of floors. Move the cursor to view the map for a different floor.

#### Story Points

The number of Story Fairies that you have found within that temple will be displayed.



#### Location Name

#### Layout

The layout for the selected floor will be displayed here. Blue rooms are rooms you have visited, and the blinking room is the one you are currently in. Outlined rooms are ones you haven't visited yet. Treasure chests are shown with orange dots.

#### Temple and Maze Items

Items will be displayed here once you get them.



Key to the Boss Room

## About Temples and Mazes

Clearing mazes is one of the major objectives of the game. There are a number of different puzzles and dangers hidden within each one. Once you solve these puzzles, collect the items hidden in the mazes and then defeat the boss that lurks at the end of the area, you will have cleared it.

### Temple and Maze Items



#### Map

Use the map to check the layout of all the rooms in the maze and to confirm Link's current position. Even before you get the map, rooms you have already visited will be displayed on the Map Screen.



#### Small Key

Use Small Keys to open locked doors. Once you use a Small Key, it will be lost, but there will be several hidden throughout each maze. You can use Small Keys only in the mazes you found them in.



#### Compass

The compass displays the location of treasure keys and the location of the Boss Room.



#### Big Key

Use this key to open the door to the Boss Room.





## Hints

This section offers a few hints that should help you in your quest. May your courage and wisdom once again bring peace to Termina.

### The Days of the Week

In the three days before the moon falls, the people of Clock Town and the rest of Termina carry on with their daily routines. For instance, in preparation for the carnival, the carpenters of Clock Town work on the moon-viewing platform in front of the Clock Tower. As the days go by, the platform grows taller and taller. As you can see, the people of Clock Town will have different actions and activities throughout the three days. (As you witness them, though, you will see that they will begin identical the same time on the same day that you first saw the actions.)

Also, there are some stores that only open late at night, and other places that will change depending on the time of day.

You will find that different things can happen at the places you've visited when you go back on a different day or at a different time.



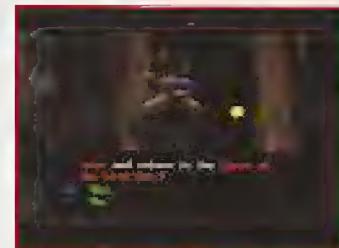
The person at the Stock Pot Inn's reception desk changes depending on the day.

Some stores have limited hours of operation.



### Using the Songs of Time, Wind, and Lyre

Timing your use of the Song of Time is very important. If you time your saves poorly, you will find yourself having to once again solve puzzles that you have already cleared. In particular, be sure to check to see how much time you have remaining after saving new items. Do your best to make the most of each 72-hour period.



By playing the Song of Time, you can simultaneously travel back in time and save your game. (See page 10.)

### The Basic Play of the Game

This game is not solely about action and battling enemies—there are many puzzles and mysteries to solve. You will find yourself going on many small adventures to solve these mysteries, but if you keep the following tips in mind, you'll surely succeed in your quest.

#### Talk to the People You Meet

You'll get hints and perhaps even help in solving puzzles.

#### Use All of Your Items

There are objects that can be broken only by particular items, so using them effectively is the key to solving many mysteries.



#### Check All the Places You Visit

Use Link's View to get a good look at your surroundings. Telli's hints should also be of help.

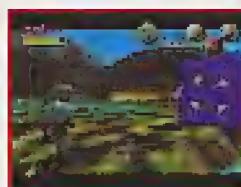
#### Take Part in as Many Events as You Can

Complete your quest, you will need certain items that you can get only by watching particular events. The more events you participate in, the more it will help you.

### Using Powerful Enemies

On your journey, you will cross paths with a wide variety of powerful enemies that will threaten you with a wide array of powers and tricks. The most important thing to do is **remember their weaknesses**.

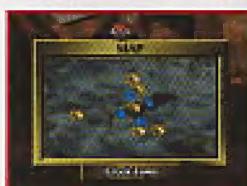
**Targeting.** If you press **□**, Telli may be able to explain your enemy's weaknesses. All enemies have some kind of weakness. You will begin elsewhere to aim and what to attack with.



### *The Owl Statues and the Song of Soaring*

Throughout the world of Termina you will find mysterious owl statues. When you do something to one of these statues, it will change its shape.

And when you play the Song of Soaring, which you will learn at some point in your quest, you will be able to **warp to areas where there are Owl Statues**. As you explore the world of Termina, you'll find that the Song of Soaring will allow you to travel to distant places in a matter of seconds. Owl Statues also allow you to temporarily save your game. (See page 12.)



Owls mark the places you can warp to.



### *Sub-Events*

There is much, much more to the world of Termina than simply exploring mazes and battling enemies. As you journey through the land, you'll get caught up in a number of hidden sub-events that aren't directly related to completing your quest. These events will draw you deeper into the world of Termina and give you a glimpse into the lives of its inhabitants. They may even reward in ways that you do not expect.



### *Track People's Schedules with the Notebook*

Once you receive your Bomber's Notebook, talk to as many people as you can and keep track of their schedules and troubles. Since you can save this information, use it as a reference to help you decide when, where and how to take action. You may also be able to receive particular items at several different times of day, so these times will be shown in blue in your notebook. Regardless of when you receive the item an icon will be displayed on each of the appropriate bars, showing that you've gotten the item.



See page 35 about the Bomber's Notebook.





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